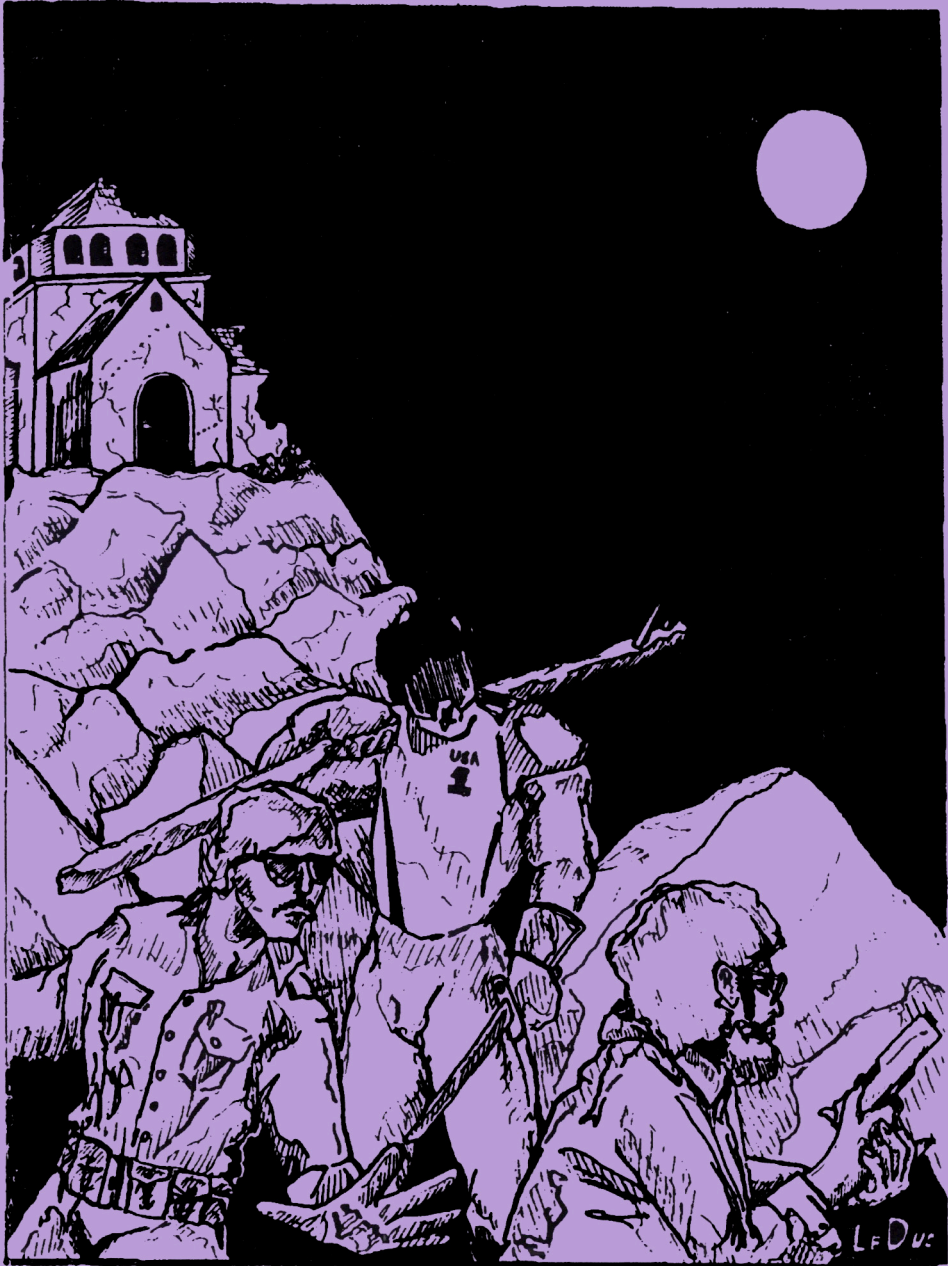


NorthCoast Roleplaying

(or Gaming From Behind the Redwood Curtain!)

ISSUE #2

\$1.00



EDITOR'S OPENER

Welcome to our second issue. First off I'd like to thank those ever faithful (but often unreachable artists) from last issue: James M. LeDuc - our cover artist and more, Chris Buttolph, and Jeremy Stanton. Last issue would not have been so picturesque without you. Now on to the business at hand.

Well from our first issue we've found a lot of things to add but we need help from you our readers. We'd like to have a letters page but that requires letters from you, the public, to begin it. We are also offering an advice column. The format will allow you to ask questions on problems with your games and we will put these questions to our committee of gamers for the best answer(s). Send letters and questions to the address given below.

We are again asking for articles, classifieds, and adds from our readers. Adds and classifieds are \$1.50 per copy ready add of 3" X 2" (or 2" X 3" if you prefer.) Adds and classifieds should be mailed to the address below with payment in check or money order made out to Barry Osser/NcRp. Articles need to be legible to be considered and we are currently looking for articles on any game system currently in print. Once again, our cost to you for the magazine is so low that we are unable to pay for the articles, but keep in mind that if we publish your article you have begun to establish your publishing name. It's the start we were looking for when we began this magazine and we're hoping it's a stepping stone for a whole new generation of game designers. We reserve the right to edit articles submitted so they can fit into the magazine (however, we do not plan to hack and slash your articles - trust us!) We welcome submissions of mini-games or mini-modules or game conversions to our magazine. We are hoping to bring to you a Chill and Star Trek conversion to the G.U.R.P.s in issues to come.

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Speaking of issues to come, some of the stuff we have slated for print in future issues is: A Star Wars module, Revised Guns for G.U.R.P.s, the Demonologist class for AD&D with an accompanying new magic system, The Slimebeast's Revenge (more fun for Sewers&Slimebeasts from our first issue), and, as mentioned above, some new conversions. We are currently working to get articles from some of the big names in the gaming business. Now we can't really drop any names yet, but you'll know it when we've got 'em hooked. And now, on with issue #2 of NcRp.

The Novice:AD&D

A sad but true essay on the type of gamers you can meet by Barry Osser.

In the course of a game, every player will eventually run into a Novice player, or he may be one himself. The Novice is easily discernible from any other player by his actions through the course of a game. When faced with a problem or task, the Novice will always try to guide his thoughts in favor of survival of the party. He may sometimes even sacrifice himself for the advancement and survival of his fellow players. Such quick thinking is good for players, but in the case of the Novice, often detrimental.

For the purpose of this article, we will simply discuss our Novice as N/A. N/A is fresh out of his first reading of the player's handbook and feels himself quite up to the task of playing. He rounds up some other players and a very patient DM. He is now ready to begin.

Being awarded the position of caller, N/A will be the voice of the party. The DM sets forth the adventure. N/A and his fellows are asked to find out what is killing off the townspeople who travel North. The DM has raised each player to level 4 as that is the level the DM believes they will need to play his campaign.

N/A and his party set forth to the North. In their travels through the woods, N/A has ordered all torches to be lit to give them lighting in the dense forest. Even though the DM warns against it, N/A insists since he does not wish to be ambushed in the dark. The DM only shrugs and rolls damage on the characters from the impending forest fire.

N/A survives, and though saddened by the loss of companions, continues North where he finds a cave mouth. N/A assumes this is the dungeon and has torches lit. As the party heads down the tunnel, The Elf exclaims that he hears snoring... probably a Dragon by the sound of it. Quick to react, N/A has the party line up single file, swords in front, yelling at the top of their lungs to frighten the Dragon. The DM again shrugs and informs the party that they have been ravaged by Dragons breath. A little safer approach must be thought out.

After ten minutes of tiptoeing and hiding in shadows, the party makes it to the Dragon's lair. N/A then has the magic users enter to combat the dragon while the fighters wait outside to guard against the entry of other monsters. Three minutes later, a very crisp magic-using character falls out from the Dragon's lair, explaining that the dragon is dead as he falls to the ground dead.

Deeper in the dungeon, N/A and party are made aware of the presence of a Medusa. N/A immediately leaps in on her with his Hypnotizing coin-on-a-string and commands her to look deeply into his eyes.

N/A's second character, with a new party, follows his first character's tracks and heads down the cave in the same direction. N/A's second character and party are then warned that they see stone statues of the first group of characters. N/A again leaps in on the Medusa. This time, figuring she cannot be hypnotized, he decides he'll scare her off by staring her down.

Now on his third character and with his subsequent third party N/A is disgusted at the fact that they have not run into anything tough enough to cause the townspeople worry.

N/A will probably continue in his trend for many years. There is no way to predict whether a Novice will ever change, all you can do is hope. Below are some other Novice ideas that may flush out the Novices in your game.

- 1) Sweet-talking Tiamat.
- 2) Killing a familiar or homonoculous for the experience points.
- 3) Playing "mind-games" with an Intellect Devourer.

Armor in Traveller: 2300

By John Wallace

There's been quite a bit of confusion over the actual armor types and their effectiveness in Traveller: 2300. This article should, hopefully, clear up some of these troubles. There are basically three types of armor: Non-rigid, rigid, and inertial.

Non-rigid: Comes in two styles: Vest (AV 0.6) and Full body (AV 0.3). Non-rigid armor is basically the same as Kevlar, except less bulky. Any round that does not penetrate does half its value in blunt trauma damage. It is ineffective against stun attacks.

Rigid: Breastplate (AV 1) and Combat Armor (AV 1). Rigid armor is made of dense plastic plates with padding on the interior and often has clips and mounts molded into it. Any non-penetrating round does stun damage. It is totally effective against sonic stun attacks.

Inertial: Comes in two styles: Vest (AV 0.8) and Full-Body (AV 0.4). Inertial armor is flexible like non-rigid, but becomes rigid when struck by a fast moving projectile (like a bullet or shrapnel). Any non-penetrating round does stun damage. It is ineffective against stun attacks.

Helmets are obviously important for player survival. There are three styles of helmet:

Steel Helmet (AV 0.2): Generic pre-war helmet.

2245 Helmet (AV 1): Incorporates mounts for tactical camera and battle-net radio. Open or close visor models available. Closed visor eliminates sonic stun attacks to the head.

2297 Full Threat Combat Helmet (AV 2): Incorporated mounts for tactical camera, battlernet radio, infra-red snoopers and sound suppression. Fully sealable for hostile environment warfare and proof against sonic stun.

-Note- Neither model has all of these options off the shelf, these must be bought separately unless they are issued as equipment for a military unit.

Combinations: Different armor types may be combined for greater protective effect. A rigid breastplate may be worn over any other type of armor except Combat Armor. Inertial and non-rigid vests may be worn over any full body types (although they look ridiculous over Combat Armor). Any helmet may be worn with any body armor, and the head piece from Combat Armor may be removed and replaced with a Full Threat Helmet as long as the person who does it has either Vacc Suit or Mechanical skill and makes a routine task roll.

Mounting optional equipment in helmets is an unskilled routine task, although mechanical and electronic skills will help.

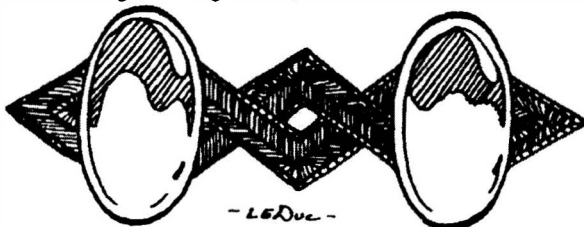
Naturally, there is a trade-off to be made for life-saving protection; loss of initiative. Helmets cost no initiative, neither do vests. The breastplate reduces initiative by 1, as do the full body suits of non-rigid and inertial armor. Full Body Combat Armor reduces initiative by 2. Initiative penalties are cumulative. EX: If you have FBIA on (IP 1) with a rigid breastplate (IP 1), your initiative is reduced by 2.

Luxorian Triplets for AD&D

James M. LeDuc

In the Ancient times, long before the rise of the Old Kings, lived the Once-man, the Evil Luxor. It is now so long removed from that time that mothers can tell their children to be good or Luxor will take them. Yet we know that it was once so. Nothing is known of his youth, and there was only terror in his reign; and his death is a mystery. What is known is that his afterdeath was the most tremendous of struggles to keep the Once-man dead. The clerics who served Luxor, fashioned a lens through which to empower the lifeless corpse of their God, with the souls of 10,000 innocent beings. At the critical moment, these multitude of souls rebelled and the spell was broken; the power of Luxor absorbed into the lens which subsequently shattered and seemingly dissipated.

-An ancient legend among the Dwarves.



The lens did indeed shatter, but it did not dissipate. The fragments were transported throughout the world, each of these is an extremely potent magical item. They are referred to as *Luxorian Triplets*. These stones, when found, are 4 cm. by 2.5 cm. oval and capishoned in shape. They are many and in various colors, and no two are identical to look at or in powers.

Color is very significant in regards to Luxorian Triplets. The color is indicative of the stone's general powers. The major stone colors are given below with a outline of their abilities.

- | | |
|--------|---|
| Red | Red stones effect the magic using capability of the wearer; to enhance that which exists or to provide powers where none were before. |
| Yellow | Yellow stones allow the rejuvenation of life for healing, assisting plant life or for regenerating the injured. |
| Blue | Blue stones assist with transportation of self or others to any time or space, as limited by the stone's abilities. |
| Green | Green stones allow for the use of psionics or if the character is already psionic, augments them. |
| Brown | Brown stones allow for shape-changing abilities within a specific species of animals. |
| Black | Black stones enhance the character's statistics, resistances and allows for control over their own body. |
| Violet | Violet stones are the most powerful as they are the "Wish Stones", and are capable of creating the desires of the owner. |

When found by the player character, the stone is singular and colored in some variation of the colors described above. When the character picks up a stone, it disappears from his hand and reappears grafted to his forehead. At this time the character must make and survive a system shock roll and then is unconscious for 2D6 turns. During this time, the stone is attaching itself to the character's nervous system. When the character awakens, he will be at 1/10 of the hit points that he had when he picked up the stone. The lost hit points may be recovered by any normal means (magic spells, time, potions, etc.) There is a 0.1% chance the stone will divide, cumulatively, everyday (in 1000 days, the stone will divide.) When the stone has divided, the process starts over at 0.1% per day. This process will continue until there are three stones present. The new stones are grafted to the back of the character's hand. As the stones increase in number, they provide the character with substantially increased power. Everytime the stone divides, the character must make another system shock roll. The same rules regarding unconsciousness and hit points apply. The following example is a guideline. All stones of one color do not convey the same powers, but rather, they give powers of the same form and nature.

Stephen Vonn is a 3rd level fighter with 26 hit points, and during the course of the adventure, he finds one of these stones. It is black flaked with almost invisible red spots that only show in the brightest of lights (this qualifies as a black stone). When Stephen picks up the stone, he has a second to study it; then it activates. He screams in pain and passes out. The rest of the party then sees the stone appear on his forehead. Stephen will later describe this as feeling like thousands of burning tendrils reaching into his brain. The group's Cleric casts a Remove Curse to no effect, (Luxorian Triplets are unaffected by any magic and are as indestructible as any major artifact). Seven turns later (on 2D6) Stephen wakes up to find his physical attributes of Strength, Dexterity, Constitution, and Comeliness all raised two points. As time progresses he will also find that his skin has toughened to an armor class of 8; he has plus two on all saving throws vs. Paralysis, poison, and death magic; and he has a 5% magic resistance. Also, when Stephen awakens, he finds himself with 3 hit points ($26/10 = 2.6$, rounded up to 3). Unfortunately, Stephen picks up his +2 Broadsword and finds his sword is now a normal sword for him - the stones nullify magic items in his hands. Stephen has learned that a character with Luxorian Stones can never utilize another magic item. Further, there is a 5% cumulative chance per turn that the stones will try to siphon the energy from the magic item. If the magic item fails its saving throw, the character takes 1D12 permanent loss of hit points as the stone succeeds in siphoning the energy through him.

Every ten days, the DM checks to see if the stone has multiplied ($0.1\% \times 10 = 1\%$, cumulative), and after 360 days the chance is 36%. The DM rolls a 22 on D100 and multiplication has occurred. In the night, Stephen lets out another scream and goes unconscious for 9 turns. He must again survive a system shock roll. When he awakens, he has another stone. The stone is identical to the first, but is on the back of his dominant hand. As he explores his new capabilities he finds that his AC is now 7; his physical stats are raised one more point each; he can regenerate one hit point per turn; and he can regenerate limbs as per the Regeneration spell. He is now, also, 25% magic resistant and has a +2 to all saving throws. As he is now 5th level with 44 hit points, he awakens with 4 hit points and quickly regenerates the rest. 720 days later, the DM rolls that the third stone appears. If Stephen survives the system shock roll, the new stone appears on his other hand. His new powers are, plus 3 to all saves; the ability to heal 10 hit points of damage to others once a day; the ability to change his physical form as if he were a Doppelganger (at will); immunity to polymorph magic; and the ability to reverse the effects of all magic healing that another character or opponent has ever received (that person may save for 1/2 this damage). This last power is only usable once a lunar month. As Stephen is now 9th level with 83 hit points, he wakes, after 2D6 turns, with 8 hit points, and again quickly regenerates them.

These are extremely powerful magic items and no character may ever possess more than one set. Experience point value is only 100 as the items will surely aid the character in a tremendous way. It is impossible to sell the stones as when you pick them up, they attach on to you and are yours until you die. When the character dies, the stones on the hands disappear and the one on the forehead falls off. There is a 50% chance that this stone is now cursed and if picked up, it will turn the character into a Dreadguard, a final curse placed upon humanity by the evil mage, Luxor. [The Dreadguard appears later in this issue]

As an optional terror, you can make Luxorian Triplets cursed when they are first found as a treasure.

These are only guidelines. It is up to the individual DM to balance them into his or her own game.



LOW PASSAGEby
Bill Burg

This Month: Food and Drink.

The typical TRAVELLER character spends much time in public eating and drinking establishments: to seek a patron, to entertain a potential client or informant, to get into a good bar fight, or simply to escape the often bland and tasteless contents of the typical starship's galley. This listing includes typical foods and drinks at average prices for the Spinward Marches; other areas of the Imperium will have widely varying types and prices. Alcoholic beverages would be much more expensive on a high law level world and common brand-name packaged foods would be very rare on worlds receiving little or no contact with off-worlders.

COMMON FOODS:

Groat steaks Cr: 5 - 25 per .25 kg serving with trimmings

Groats are one of the most common food animals in the Spinward Marches: Vargr have a distinct preference for groatmeal.

Mba Root Cr: 2 - 20 per serving

A dish of K'Kree origin which became popular in the Imperium. This dish is usually served with a sauce called *Treer*. It is a preferred dish among vegetarians.

Pre-packaged rations Cr: 5 - 50

This catchall includes all forms of military or camping type rations. Sophistication varies by Tech Level: TL-6 rations weigh 1 kg per man/day and are packaged in disposable cans. TL-8 rations are either dehydrated or sealed in hermetic plastic to save weight, they weigh .5 kg per man/day. At TL-11, rations are packaged in plastic boxes with a tab at one end. When the tab is pulled, special exothermic chemicals are mixed which automatically heat the meal. They weigh the same as TL-8 rations. At TL-13, ration concentrates become available; they weigh .2 kg per man/day but expand when the heating tab is pulled to a 1 liter area. Quality varies widely: a government's love of its army can often be gauged by the quality of its field rations.

Suffit Cr: 20 - 100

Suffit is a delicacy taken from the meat of the Bush Runner. It is a deep blue color and very tasty, but it is used as a garnish only since the meat is mildly poisonous. Those who eat more than .25 kg of suffit in a single day must roll to avoid illness.

To avoid illness: Difficult, End, instant (harmous).

REFREE: If the roll is failed, roll 2D on Mishap Table and apply damage to the character.

COMMON DRINKS:

Blood Cocktail Cr: 2 - 5

This is a cocktail made with any potent alcohol and the juice of any red vegetable (such as the Terran Tomato or the Tarsan Pladd). It is a preferred drink among naval officers.

Atrake Cr: 25 - 5000

Atrake is wine made with fruit called Trake, common on many worlds. Atrake of best quality comes from the Aramus subsector, specifically Zila. Occasionally the Zilan crops have an early freeze and if the crops are brought in before they thaw, can be made into *Eiswein*, which is superior in quality to any wine in the Domain of Deneb. Prices for Trake vary from Cr25 (on Zila or other agricultural worlds) to Cr250 elsewhere. Atrake starts at Cr600 and can cost up to Cr5000.

Pan Galactic Gargle Blaster Cr: 100

This Drink, ruthlessly stolen from Douglas Adam's *HitchHiker's Guide*, series, is often illegal (if not due to alcohol prohibition, then due to planetary accords relating to chemical warfare). It is, however, the best mixed drink in the known galaxy. Nobody in recorded history ever finished two, and lived.

To remain conscious after drinking a Pan Galactic Gargle Blaster:

Difficult, End, Carousing, 5 min. (Fateful)

REFEREE: If roll fails, character is unconscious. If roll is fumbled, character paints the floor with his lunch. If successful, all character's skills and statistics are halved; roll again in five minutes.

SNACKS:**ConcenFish Bar Cr: 1**

This is Roupian fish concentrate and is very nutritious.

RediMeal Box Cr: 15

Auto-heating meal similar to TL-11 rations, but weighs 1 kg and usually is much tastier.

Goat jerky Cr: 1 per .1 kg stick**Hotpup Cr: 2**

This is a spiced sausage on a bun.

OTHER:**Shipboard Rations Cr: 1 - 5**

These prepackaged meals are prepared either manually in a ship's galley or by mechanical food processor or autogalley. They are nutritionally stable but somewhat bland; many autogalleys have been modified to add spices and flavorings. Many varieties are usually available at a Class C or above starport. Their price is usually included in life support costs in a ship's budget.

Vargr Steaks

Some particularly vengeful Imperial marines have taken to the habit of making dinner of slain Vargr, but this practice is a court-martial offense and is illegal on most civilized worlds.

Happy snacking, and may you never run into a K'Kree while eating a cheeseburger.



MIND-LINK

A Champions Hero by Jason Donald

VAL	CHAR	COST	POWERS	COST	END
9	STR	-1	EC - Mind Powers, Inviaible Power Effects	20	-
23	DEX	39	Invisibility, no fringe, normal, UV / IR, 1/4 end	47	2
19	CON	18	8D6 Mental Illusions	20	8
8	BODY	-4	8D6 Mind Control	20	8
17	INT	7	1 1/2 D6 Ego Drain, at range	25	9
23	EGO	26	Flight, 20"	20	8
8	PRE	-2			
7	COM	-3	Armor: 14 or less, OIF, +10 PD, +10 ED	17	-
5	PD	3	(costume)		
5	ED	1			
6	SPD	27	Ego Defense 15 points	11	-
6	REC	-			
79	END	20			
33	STUN	10			
Characteristics Tot: 141				Powers Total	180

DISADVANTAGES

POINTS

DPNC 11 or less, normal (younger brother)	15
Hunted by Mafia 11 or less	30
Physical limitation: no legs	25
Secret ID	15
Code Against Killing	20
Unusual Looks 11 or less, No Legs	10
X2 Stun from punches	20
X2 Stun from kicks	20
Hunting Mafia 11 or less	15
Takes X2 effect from Entangles	10
1D6 Unluck	5
Experience Points:	36
Disadvantages Total	221
Total Cost	321

Origin:

Kevin Blake was always the intellectual type. One Christmas while visiting his family the Mafia accidentally mistook the Blake home as one of the targets for a hit. The initial blast killed both his parents and his older sister, he managed to save his little brother David by covering his body with his own. The heroic act cost Kevin his legs. When the goons entered to finish up the job they were met by a berserk Kevin who unknowingly unleashed on them with his latent psychic powers. After capturing the villains, Kevin decided to rid the world of the evil influence of the Mafia, and due to his efforts, he has earned their scorn. Armed with his mind, he faces the world of crime in the guise of MIND-LINK.

Secret ID: Kevin Blake
Age: 26
Hair: Brown
Eyes: Green

CV: 8
ECV: 8



G.U.R.P.s: Holocaust

By RICHARD LEDUC

With additional work by B. Osner and T. Morgan.

INTRODUCTION

And then one day the world ended!

GURPs:Holocaust is a game of role playing in a post holocaust environment. My goal is to provide a referee with the basic material needed to run a GURPs game in an end-of-the-world scenario. I will assume that the world ended in the near future by some kind of limited nuclear war, and that play is set at about 5-20 years after the war. The specifics of the fall are left up to the individual referee. These rules should also work well for any of a number of more colorful ends, like giant comets, alien invasions, or the return of the Elder Gods. Refs using these options will need to devise some of the unique material on their own (how much damage does a Martian Tripod Heat ray do anyway?).

The rules presented below will be in sections. Feel free to use only those section you need, and to change things to fit your own campaign idea.

CHARACTER GENERATION

There are many possible types of people living in the ruins. Below are some guidelines to help players come up with character ideas.

Ex-Soldiers: A favorite of hairy chest books everywhere. These characters need lots of combat skill like guns, tactics, and maybe even Driver. Good advantages for these characters include Combat Reflexes and Danger Sense. Appropriate disadvantages might be Impulsive or Berserk. Because you usually have to be at least 16 to join the military, most Ex-Soldiers will be at least in there late 20's, but they can be much older.

Survivalists: These people were ready. They had food and guns when the end came and they carefully protected what was theirs. Survivalists tend to have a more diverse set of skills; a few weapons, Survival, and job skills from before the war. I like to give my Survivalists a Fanatism or Delusion of some type (there are commies in every bush.)

Ex-Law Enforcer: These people use to have legal enforcement powers, but now no one does. Ex-Law Enforcers should have Pistol and Shotgun skills, Drive Auto, and maybe Sorewise. Good disadvantages might be Truthful or Honest. These are good characteristics for trying to rebuild civilization.

Scientist: Whether from a hidden research facility or just a lucky survivor, a character with a background in Science will be able to find many applications for his skills. These characters need a high IQ and several Science skills. Mathematical Ability is often helpful for this type of character. If the referee wishes, the scientist may be from a surviving institution: either a small college that has survived and is carrying the torch of truth, or a villainous CIA base that is in need of living humans...

Bandits / Gangs: Characters who come from a group of people who make a living off the misfortunes they inflict on others. Often these gangs are poorly trained and equipped. Such PCs should have several Hand-to-Hand weapon skills and a few Firearms skills. Bandits may often have a reputation from belonging to a given gang. Gang conflicts can easily be the center element in an on-going campaign.

Psycho: An old favorite in my campaigns has always been the person who lost touch with reality during the War. This character will often have several wild delusions and maybe even an Odious Personal Habit or two. Always remember though, the Psycho has lived this long so he must have something going for him.

Mutants: Only the very young children during the wars, or those born afterwards will experience much mutation. Most will die. Some will be able to live and just about now, the young mutants will be reaching maturity. Rules for Mutants will be given in Mutations. Referees should decide what the general population's outlook on Mutants with "good" powers will be in his campaign. Mutants with just disadvantages should probably just be pitied or put out of their misery. See Unusual Background for more.

Advantages, Disadvantages, and Skills

Immunity to Disease: At the referee's wish, this advantage may have no effect on biological weapons (Germ Warfare). Also, it does not help against the effects of Radiation.

Literacy: Anyone who was 10 years old during the War is Literate at 0 point cost. They could take Illiteracy as a disadvantage, though. Anyone under 10 years old during the War is considered Illiterate at 0 points but they can buy Literacy for 10 points.

Half Literacy: The character knows a little bit about reading. He can make out the basics of short, 'easy to read', materials. Whenever something simple (only a few small words) is to be read, an IQ roll must be made. If the roll is successful, the character got the basic meaning, otherwise, he understood none of it. Players may wish to keep records of words their character knows. This is a 5 point advantage (or a five point disadvantage for potentially Literate people).

Magical Aptitude: This is left to the individual Referee to decide.

Unusual Background: A common unusual background is for all people who were less than 10 years old during the War; they are Mutants, and this 'costs' them 10 points (plus the value of any Mutations they have). They don't pay any points for this because they aren't automatically Literate like older characters. The referee may allow a few older characters to buy this background (Mutant), and thus be able to buy Mutant powers, but this should be rare.

Social Stigmas: Below are some examples of Social Stigmas. Referees should come up with ones appropriate to their games.

Second Class Citizen (-5): Most mutants, people without any useful skills, or maybe people who aren't tough enough to intimidate anyone.

Valuable Property (-10): Maybe someone with medical skills or even a useful mutant of some kind.

Outsider (-15): Bandits or gang members. People from another area.

Expensible Property (-20): Slaves, mutants of some kind, and Rubble rats (Feral children living on their own.)

Mutants: People with the following, even if they had it before the war, will probably be considered mutants just the same. They don't need any unusual background though.

Dwarfism, Albinism, Epilepsy, and Gigantism.

Status: I recommend allowing a maximum of 4 levels of status. People who meet the requirements for a given level of status (given below) must buy the highest level that they qualify for. You cannot buy a level of status unless you meet the qualifications for the level you want (in at least one category).

There are three ways to gain a positive status. By possessing extraordinary abilities (Doctors or Mercenaries of good qualities). By being able to support a large number of people (A Hydroponics Engineer, Good Farmer, Genius Bandit). Lastly, there is command, being the leader of a group gives you status.

Level	Provide for	Rare Abilities	Leader of # of people
0	self	-	self
+1	10 people	good levels/uncommon skill	10
+2	20 people	very rare skills	100
+3	30 people	N/A	500
+4	40 people	N/A	1000+

Players should be allowed to make really crazy people if they want. In the years after the war, it will have been very easy to lose touch with reality. In addition, a referee will need to determine what groups are around and how they count towards Reputations and Patrons.

New Skills

All the skills published in Autoduel GURPs are available. Specialties in skills, like driving or guns, should also be taken from Autoduel. The following should be used in place of Scrounging on B52.

Scrounging (Mental/Easy): Each 'use' of scrounging takes one hour, and if successful, allows the character to locate (but not gain possession of) some needed item, provided the item exists in the area of the search. (Yep, Fred's got a Limpit Mine...) The referee may apply modifiers for unusually easy or difficult items to find. Alternatively, a character may try to search through unsearched rubble to find useful items. In this case the ref should randomly determine what is found using either his own imagination or the table provided (See Random Finds Table.)

MUTATIONS

Mutations are to be considered as advantages or disadvantages. In order to buy any mutations though, a character must first invest 10 character points in an Unusual Background; Mutant. All individuals who are less than 10 years old during the war must buy this background, but they get 10 points for being illiterate. These 10 points should not be counted towards any point maximums.

Bonus stats may be bought. The worst disadvantage a lowered stat can be is -1, the best advantage a raised stat can be is +2. The cost is as follows; -1= -10 points, +1= +10 points, and +2= +20 points. Remember that bonuses are added after you buy up or down the stat. i.e. A non-mutant with a strength of 14 would need to spend 45 CP's. A mutant with a +2 strength would only need to spend a total of 40 CP's, 20 CP's for the +2 STR and 20 CP's for a 12 STR. 12+2=14, so the mutant would have a 14 STR.

A character that is a mutant can buy psionics, as per GURPs Horror, but a maximum psi power of 10 should be enforced.

There are many colorful perversions of the human body that are possible, some of these involve a combination (or package) of recognized GURPs advantages (and/or disadvantages). I recommend that a package be given a 5% discount in cost to balance the fact that a player may not want everything that he is forced to buy. Some examples of packages are as follows;

Hardened Skin: Toughness 3 (DR-3)(35 CPs), High Pain Threshold [10 CPs] (reduced pain fiber function) Ugly (-20 CPs) Total=35 + 10 - 20=25 * 95% (representing the 5% reduction in cost)=24 CPs

Super-Sensitive Eyes: Night Vision [10 CPs], Peripheral Vision [15 CPs], +3 Acute Vision [6 CPs] Total=10 + 15 + 6= 31 * 95%=29 CPs

Overactive Immune Response: Immunity to Disease [10 CPs], Rapid Healing [10 CPs]. Note: because of mutant status, a PC need not have a HLH of 12 for this package. Total=10 + 10=20 * 95%=19 CPs

The referee and players should feel free to make up more packages. Remember, though, that you only get a package bonus when it is one change made to the organism that gives rise to several advantages (or disadvantages). You could not take Toughness and +3 Acute Vision and call it a package since there is no single overall change.

There are still other things that can be done to a mutant that gives them powers that might logically happen but that have no comparable GURPs advantage or disadvantage or are enough different as to warrant separate consideration. Determining the point value on such new mutations is largely left to the discretion of the referee. Some examples are;

Ultra-Acute Touch: This mutant possesses extremely sensitive touch receptors on his skin. Accordingly, he finds that wearing anything that binds his skin - tight clothes, belts, slung weapons - to be extremely annoying. All modifiers for encumbrance are doubled for this mutant. (i.e. light encumbrance gives a -2 to dodge, etc.) Early in his life, though, this mutant will learn that there are certain advantages gained from his mutant ability.

When barefoot on solid ground the mutant will be able to feel the vibrations made by people moving around him (stationary targets cannot be felt). Targets will be noticed on an IQ roll and the mutant can identify people known to him on a similar roll at -3. On solid ground (rock, building floors), people can be detected out to the subject's IQ in yards. This distance should be halved on packed earth or similar "loose" material. Large things (or things that make heavy vibrations) can be felt much farther away. A Car driving down the road that a mutant is walking down might be felt at 10 * IQ in yards and a tank might be felt at 250 * IQ in yards. The referee should also apply modifiers for many targets; feeling Yosher sneaking up to slit your throat while you're on guard is one thing, but realizing that Uncle Boss is sneaking up behind the slaver group that has kidnapped you is another thing entirely. The first situation would require an IQ roll to sense and another roll at -3 to know it is Yosher. The second situation might have each of the rolls at -2 for you being in a large group. Note: On sense rolls, Alertness is added to your IQ if you have it. Also, if the mutant has more body touching the ground than just his feet, then he will get positive modifiers; on hands and knees +2, lying prone, naked on the ground +5. This power costs a mutant 15 CPs.

Male Sex Pheromones: This mutant produces an undetectable gas (actually a very trace amount of an odorless "scent"). When males smell this (gas masks will prevent this) gas, they must make an IQ roll (plus Strong Will, minus Weak Will). Failing this roll, the male will be afflicted with a mild case of lecherness. The male will have to make the same Will roll as per lecherous (B26), but he will

get a plus two. The male will have no knowledge of who is exciting him and will in no way be drawn towards the character with the pheromone. A female will react at -4 to anyone with this mutation who is using this mutation around her mate. In addition, this power will not work in well ventilated areas. This mutation costs 10CPs.

The last class of mutations are those that are a disadvantage to the mutant. Many are minor and several possible mutations are already listed in basic GURPs, but there is still a possibility for many more somewhat wiesder disadvantages. Some examples are;

Defective UV Repair: Everyone is constantly being bombarded by UV radiation wherever they are in the light. Because of this, every person is equipped with a UV repair mechanism to fix damage that the UV light causes. This mutant's UV repair mechanism is damaged and unable to fix damage caused by normal light exposure. For each 15 hours the character spends with his skin exposed to light, he gets one character point towards Bad Appearance. If he has normal looks, after 75 hours in the light, he will have an unattractive Appearance; after 150 hours, he will have an Ugly Appearance and so on. This is caused by warts and open sores forming on his skin that can only be removed, they don't heal.

Once the character reaches Hideous Appearance, each 15 hours of light removes 1 CP towards Health. So, after 150 hours of light, a 10 HLH will drop to a 9 HLH and so on until the mutant is dead. A good Physician can remove the warts and treat the sores, thus removing the negative reaction modifier. This treatment does not restore the lost Character Points worth of looks; i.e. it does not give you another 15 hours before you start losing HLH. One Physician roll will negate 1 lost CP and takes about two hours to perform. There are ways around this affliction; Heavy clothes properly worn (5 to 10 lbs.) will allow you to travel in the day light; a good sunscreen will allow you to move about at dusk or inside an artificially lighted building. Of course, travelling by night is always safe. This disadvantage is worth -15 CP.

Black and White Blindness: This mutant is missing all of the rod cells in his eyes. If you have both this disadvantage and Color Blindness, you are completely blind. During the day, or any other time there is a lot of light, you have no real problems. Black and White colors are just perceived as dark blues or light yellows. Anytime that the lighting is poor, late dusk, a full moonlit night; you are completely blind and should be considered as a blind character (B 20). A small flashlight will provide enough light for you to see in the two hexes in front of it, a torch will let you see a circle with a radius of 1 yard. This disadvantage is worth -15 CP.

Lastly, there are several physical disadvantages out of basic GURPs that are likely to be found on mutants. They are Albinism, Bad Sight, Blindness, Color Blindness, Deafness, Dwarfism, Gigantism, Hard of Hearing, Hemophilia, Lamé, Mute, and Anomia. Some of these can come about by environmental factors (I lost my arm in the war), but they can also be due to mutations (I was born without my Left arm). The mutant PC with a "normal" disadvantage should decide whether or not it is a mutation.

Mutations can never be bought off with CPs. As always, referees and players should feel free to invent more mutations as they are needed.

ECONOMICS

I will keep to the GURPs convention of using the dollar (\$) value for costs, but it is essential to remember that there is no centralized currency. A starting character will be given \$1000 to buy starting gear, though he must spend all of this, as having \$30 has no meaning.

A list of common items and their costs is given below. The referee must consider when fixing the price of a new item, that in a scavenger economy an item's value is set more off of its utility and rarity than off of the cost to make the object in the first place. In other words, even though a cigarette machine is rather complex, they are common, and have little value (mostly just for parts), so a cigarette machine should have less value than say a cheap .22 pistol which has lots of use. Considering that there exists no form of money, all exchanges must take the form of barter. When buying or selling, reaction rolls should be made to determine the price. Groups of adventurers will find that having a merchant or high reaction person is essential if they don't want to be losing money at each transaction.

In certain situations, the referee may find that he wants to increase some price due to a given event, for example each winter the price of food might double. Also if the PCs are operating in a small monetary base, like if there are only a few hundred people living in the area, the characters action may

cause a price change. A good example would be if the players found a warehouse full of 5000 pocket flashlights. In this case if the players don't play their cards right the bottom of the flashlight market could fall out from under them.

PCs must spend a certain amount of money on their upkeep. I recommend that the referee and players keep track of all the little things as they come up (that acid ate your shoe, you'll have to buy another one...), but some people find that this involves too much book work. The following should help the PCs determine how much "money" they should spend. A day's food is worth \$3, so \$90 a month is the minimum per month. Add to this value an amount derived for status. This money goes for the upkeep of a residence, maintenance of clothes and gear, and the costs of keeping yourself in power, ETC. If a PC fails to pay his upkeep costs for too long, he will drop in status, with a corresponding drop of privilege.

It has always been my favorite pastime to give the PCs a lot of some weird thing. Because most of what they will be finding will be coming from scavenging rolls, the ref has a great deal of control over what the PCs find. Sometime try giving a group 40 military web belts and see what they can do with them.

<u>STATUS</u>	<u>COST</u>	<u>STATUS</u>	<u>COST</u>	<u>STATUS</u>	<u>COST</u>
0	\$50	2	\$150	4	\$250
1	\$100	3	\$200		

PURCHASE LIST

A Day Of

Natural food (Keeps 3 days)	\$3
Preserved Food (Keeps 2 Months)	\$6
Canned Food (Keeps Many Years)	\$12
Freeze Dried Food (Keeps Years, Is Light)	\$18
Glaucoma (Specific Prescription, Can Be Bought With Starting Money)	\$700
Hearing Aid	\$500
Sleeping Roll	\$3
Sleeping Bag (Prewar, 1 in 3 will be a amurf type Bag)	\$25
Penlight (3 Meter Range)	\$10
Small Flashlight (20 Meters Range)	\$100
Large Flashlight (A Real Long Range)	\$300
Gas Mask	\$300
Flak Jacket (PD 2, DR 2, 15 lb)	\$300
Kevlar Vest (PD 2/1, DR 4/2; Crushing/ Impaling)	\$550
Electricians Tool Kit (10 lb's in a box)	\$100
Lockpicks	\$50
Small Caliber Pistol (Ammo Costs \$.50 Per Round)	\$100
High Caliber Pistol (Ammo Costs \$1 Per Round)	\$200
Shot Gun (Ammo Costs \$1 Per Round)	\$500
Assault Rifle (Ammo Costs \$1 Per Round)	\$1000
Knife	\$5
Working Car	\$250
Liter of Gas	\$10
Fishing Gear	\$75
Walkie-Talkie (Just One!)	\$100
First Aid Kit (+1 Skill)	\$75

RADIATION

Whether the players are scavenging for food in the rubble remains of San Francisco or nobely trying to restart the abandoned nuclear power station in Borekas, every now and again they will be exposed to hazardous radiation. The intensity of radiation for an area should be rated in REMs per hour. The contaminated wastelands might be 5 REM/hour and the coolant bay in a power plant 500

REM/hour. The amount is arbitrary, and should be set by the referee when he designs the scenario. Remember, the higher the REM, the less time the PCs can spend in the infected area before injury.

The following table is constructed from information from "Environmental Radioactivity" by M. Eisenbud (1963).

<u>Exposure</u> <u>in REM</u>	<u>Vomiting</u>	<u>Delay</u>	<u>Symptoms</u>	<u>Death Throw</u>	<u>convalescence</u>
100	16+	3 hours	--	--	1 day
200	11+	3 hours	--	--	1D6+1 weeks
300	5+	2 hours	(1)	16	2D6+2 weeks
600	yes	1 hour	(1)	13	3D6 months
1000	yes	30 min	(2)	5	1D3 years
5000+	yes	30 min	(3)	Automatic	none

Exposure in REM: This value is found by taking the REM per hour and multiplying it by the length of time that the PC was exposed (in hours.) With this chart, always round to the nearest number. Example: Eliot finds a neat metal can and carries it home to ask Morgan what the words "CAUTION: RADIOACTIVE" mean. The can is giving off 200 REM/hour. If it takes Eliot one and a half hours to get home, he will have absorbed 300 REM. (1.5 hours X 200 REM/hour = 300 REM.) When Morgan sees the can, he immediately throws it away. Unfortunately, this takes him six minutes which is one tenth of an hour, so Morgan is exposed to 20 REM.

Now here's the neat thing about radiation exposure, it's cumulative. This means if I take 30 REM now, but have taken 70 REM in the past, I now have 100 REM and will experience radiation sickness. There are some drugs that will lower your total exposure, but slowly. For each day that you have a dose of this drug, it lowers your total REMs by 1 REM. If an excess of the drug is taken, it will not have a greater effect and the character will take a point of fatigue.

Vomiting: 3D6 should be rolled. If the given number or greater comes up, the PC will start vomiting several minutes after reaching the given level of exposure; 2 X HLH in minutes. Every 30 seconds after he starts, the PC can make a HLH roll to stop. Until the HLH roll is made, treat the PC as stunned.

Delay: This is the length of time from the start of exposure to when the first signs of symptoms begin to show. Even if there are no other symptoms given, an irradiated PC will still lose 1D6 fatigue after this time.

Symptoms: The physical signs of illness.

- (1) Purpura - excessive bruising. Just a touch will cause a bruise; Hemorrhaging. Until convalescence time is over, treat as Hemophilia.
- (2) As above plus Diarrhea and fever.
- (3) As above plus convulsions; tremors; ataxia (a lack of controlled movements); lethargy.

Death Throw: An irradiated PC must roll 3D6. If the number rolled is equal to or less than the given number, he lives, otherwise the character is dead.

Convalescence: This is the length of time that the symptoms of the exposure, including fatigue loss, will persist.

DO NOT TRY THIS AT HOME. The values given in the table above are not the latest compiled values. They, however work better for game purposes. Currently the accepted value is 600 REM, Death to 100% of all living matter. Below is a list of common radiation values for today. Values will of course go up in areas where there have been nuclear strikes.

Natural background in US at sea level	.09-.20/yr
1000 ft altitude	.11-.22/yr
Inside wooden house	.09-.20/yr
Inside brick or concrete house	.11-.50/yr
Luminous dial wrist watch (dose to small part of body)	up to 4/yr

Chest x-ray	.01-1.0/film
Dental x-ray	.2-1.0/film
Cancer Therapy (dose delivered to small area)	up to 10,000 total
Typical exposure in radiotracer experiments	.001-.01/experiment

TABLES

The following tables should help the referee to add color to his/her campaign.

HTH Weapons:

Weapon	Damage		Weight	Min. STR	NOTES
	Type	Amount			
Big Stick	Crushing	Swing+2	4	6	Needs 2 hands
	Crushing	Thrust+2	4	6	" " "
Chainsaw	Cutting	Swing+1 die	10	12	1 turn to ready
Board w/nail	Impale	Swing-3	5	10	Needs 2 hands
Bat w/spikes	Impale	Swing-2	5	10	" " "
Boat Hooks	Cutting	Swing-1	3	7	" " "
Chair	Crushing	Swing+2	7	10	Two-hands/ 1 turn to ready
Garden Weasel	Impale	Swing-3/wheel	3	7	1D3 wheels hit/swing
Hedge Clippers	Impale	Thrust	3	10	
	Cutting	Swing-2	3	11	Limb Cutting
Screwdriver	Impale	Thrust-2	-	-	Close range
Straight Razor	Cutting	Swing-2	-	-	

The following table is brief. For an extended list see Revised Guns for GURPs in a forthcoming issue of NCRP.

GUNS TABLE:

Name	Damage	PR	Enc	1/2	Max	STR	Magazine
PISTOLS							
.22 Revolver	1	5	5	60	150	-	6
.22 Auto	1	3	5	60	150	-	7-11
.357 MAG	2+1	4	5	80	300	7	6
.45 Auto	2+1	3	6	100	400	9	6,7,8
.44 AutoMag	3	5	11	125	450	11	8
RIFLES							
.22 LR	1+2	5	15	75	200	-	20-100
30-06	3	5	25	350	1000	10	4
.308 Auto	3+1	5	25	400	1100	10	10,20
SHOTGUNS							
.20 Ga	1+1	6	3	10	25	7	5
.12 Ga	2	4	7	150	500	7	5
.10 Ga	2+1	10	5	30	75	11	5
SUBMACHINE GUNS							
Mac-10	2+1	3	6	125	500	7	32

Uzi	2	4	7	150	500	7	25,32
Mini-Uzi	2-1	5	25	400	1050	7	20,25,32

ASSAULT RIFLES

M-16	2+2	5	20	400	1000	10	20
AK-47	2+1	7	30	500	1300	11	30
AUG	2+2	5	25	400	1050	10	30

The following table should be used when characters are searching/scrounging through ruins. Roll a D3 to see which table then roll a D6 once, this is the tens, and then roll a D6 again, this is the ones. EX: A 3 is rolled on a D3, so go to table III. Then a 4 is rolled on the first D6 and a 2 is rolled on the second D6. This is item 42 in table III.

RANDOM FINDS TABLE**Roll Table I (1 on D3)**

11	Deck of cards (missing 1)
12	Ball Point Pen
13	Shon length of pipe
14	Empty 1-Gallon milk jug
15	Bottle of Head & Shoulders
16	Reading Glasses/ 1 lens cracked
21	Small set wood-working tools
22	StyroFoam Cups (D6 *8)
23	3D6 Compact Discs
24	Romance Novels (D6)
25	1963 VW owner's Manual
26	2D6 Fair condition Comicbooks
31	6-Pack of Coca-Cola
32	D6 Pack of Twinkies
33	Big Tube of Sun Screen
34	State Driver's Liscence
35	Portable Generator (1000 watts)
36	Bag of Concrete (50 lbs.)
41	5 Gallon jug of Ketchup
42	Small Pistol w/ 3 rounds
43	Nylon/ Gortex Jacket
44	Case of Dog Food
45	Small Chain Saw
46	4D6 Days of Canned Food
51	4D6 rolls of Duct Tape
52	Walkman w/ Batteries
53	Pack of incense
54	Nylon Wallet
55	Camper's Tent
56	M-16
61	2D6 Star Wars Action Figures
62	2 Man Days of Fresh Food
63	Box of Plastic Garbage Bags
64	Baseball Cap
65	50 Doses of Anti-Radiation Drug
66	2D6 Car Seat Covers

Table II (2 on D3)

Metal Garbage Can
Wall Painting/ Landscape
2 cans pre-war beer
Hammer & D6 Nails
Pair of Leather Boots
Smily Face Button
3 Gallons of gas
Car Battery (No Charge)
A White Rayon Teddie
Fishing Line (D6X100 feet)
400 Square foot Shag Rug
Calculator, Batteries Dead
6-Pack Pepsi, all cans empty
2D3 Cans of Lime Green Paint
Folding Lawn Chair
3D6 75 watt Light Bulbs
Big Monkey Wrench
Eveready Battery(C-size,still good)
Mini Condition Gung-Ho Magazine
Box of Plastic Garbage Bags
Some Valuable Car Parts
D6 Gross of Disposable Gloves
12 Gauge Shotgun (Fair condition)
5D6 issues of Playboy
Stack of Fresh Food (2D6 Days)
Rolling Stones Tape (Still Hip)
3D6 High-Powered Rifle Rounds
5 lbs of Rock Salt
Cold Weather Sleeping Bag
D3 Technical Manuals
Liner of Puppies
Small Jar of Instant Coffee
Hard Hat PD-2 DR-3 2D6
D6 Bottles of Fine Wine
Bottle of Fluorescent Paint
Used Copy of NCRP

Table III (3 on D3)

Gas Mask
Sun Glasses(Ray-Ben)
Class Ring
Watch, Broken
Plastic Fork(D6 gross)
Silk Scarf
Bic Lighter
Pellet Rifle
3-ring Binder
1 Nike Air-soul
Glass Cutter
Garden Weasel
Day Pack
Pocket Knife
Pen Light
Pocket Mirror
Small Knife
Wool Blanket
Riding Whip
Manual Typewriter
Safety Razors
IR Goggles
4D6 Tapes
Geiger Counter
Flak Vest
Smoke Grenade
Straight Razor
Cutting Torch
Working Car
Set of Lock Picks
Computer Disk Drive
3D6 Sticks of Gum
Riding Whip
Bottle of Whiskey
Wire Rat Cage
Boxing Glove, One

A Villian and a Hero for V&V by Michael Straus

THE MASTER OF EVIL

Name: Andrew Evald

Side: Evil Leader of the Dark Command

Male Age: 26

Level: 10th Present Training: Occult

Powers:

1) Mind Control: R=25" PR=20/0 with Special Weapon

2) Heightened Charisma B (+20)

3) Psionic- All Positive Reactions

4) Mutant Power- Hellfire. R=50" PR=4/0 D=1D12 Flame Damage +1D10 Devitalization (Attacks as Paralysis)

5) Invulnerability Device- Cloak -10 points Physical, -20 points Mental

6) Special Weapon: The Heart Of Evil

A) No PR cost for powers

B) All Stats raised to 25 when activated

C) Emotion Control: FEAR R=25" PR=0

D) Emotion Control: HATE R=25" PR=0

E) Emotion Control: REVERENCE/WORSHIP R=25" PR=0

F) Revivication: once/year 100% chance of resurrecting host if the Heart so wishes;

Weakness: Psychotic; Totally evil and immoral, demands to be worshipped as a God by followers.

Weight:200	Basic Hits:4
Strength:25	Endurance:25
Agility:25	Intelligence:25
Charisma:45	REACTIONS FROM:GOOD.+8 EVIL.+8
Hit Mod:2)3)1.5)2.5)	Hit Points:90
Arm Mod:+5	Healing Rate(.7)=2.8
Accuracy:+4	Power:100
Lift(C.C.)1812 lbs	Basic HTH Damage:1D10
Movement:75" ground	
Det. Hidden:18%	Det. Danger:22%
Inventing Points:25	Cash: \$22,000
Inventing: (%75)	
Past Trainings: Occult 9 levels	

Other Weapons: Cloak clasp-- The Amulet Of Morgania--every 1000 hit points he destroys with Hellfire will jump him a level as the amulet absorbs the bio-energy.

History: Evald was an Archaeologist exploring the Temple of Set in Egypt, in a hidden chamber he discovered the Heart, a small black stone as old as time. As he picked up the stone it whispered to him of the power that could be his if he swore his loyalty to the forces of evil. Evald, who was already a bit psychotic, agreed, and was transformed into the highly charismatic: Master of Evil.

The Master has since set out on his campaign to gain more power, acquire worshippers, and plunge the world into a living hell.

The Fox

Name: Michael Laine Straus

Side: Hero

Male: Age: 22

Level: 6

Present Training: Endurance

Powers:

1) Heightened Agility B+23

2) Training: +4 to all stats from training; additional +4 Agility from an extensive stay in the Bermuda Triangle.

3) Willpower A. PR=1 Per use, 1 action to set-up.

4)Heightened Defense: -4 to be hit while mobile.

5)Heightened Senses: Night vision - 400 ft./ Awareness R+60 ft radius. Pr=1 to activate. All senses five times better than normal (+50 to both Dets).

Weakness: Nearsighted. Must wear corrective lenses or receive -8 to all Det. and reaction rolls.

Weight:140lbs Basic Hits:3
 Strength:17 Endurance:19
 Agility:50 Intelligence:19
 Charisma:22 REACTIONS TO GOOD:+4 EVIL:-4
 Hit Mod:(1.4)2.2)1.3)4.9)= Hit Points:59.
 Dam Mod:+8 Healing Rate:(.5)1.5
 Accuracy:+8 Power:105
 Lift:485 lbs Basic HTH Damage:1D8
 Movement:86" GROUND

Det. Hidden:64% Det. Danger:68%
 Inventing Points:11.4 Cash: \$67,980 +200\$ a month from chess
 Inventing: (%57) Gadgets

Past Trainings: Acrobatics/Martial Arts/Detective Work/Awareness/Medic

Weapons: The Fox carries an everchanging assortment of weapons,his only constant weapon is his infamous COMBAT DISCS;R=100 THROWN. D=1D8+10 STUN ONLY

History:

While attending college in Northern California, Michael Straud was trapped in one of fate's cruel jokes. He was somehow thrown 1,000 years into the Earth's possible future. While there, he acted as a professional ghost hunter, helped lead a rebellion against that world's leadership, trained with a gro p of monks, and had psionic surgery performed on him. When Mike returned to our time, he was forever changed. He was now and evermore, the funtastic Fox!



An AD&D monster created for use by James M. LeDuc.

DREADGUARD

Frequency: Very Rare
 No. Appearing: 1
 Armor Class: Variable (see below)
 Move: Variable (see below)
 Hit Dice: Variable (see below)
 % in Lair: Nil
 Treasure Type: see below
 No. of Attacks: Variable (see below)
 Special Attacks: Energy Drain
 Special Defenses: see below
 Magic Resistance: 50%
 Intelligence: Genius
 Alignment: Chaotic Evil
 Size: M (man sized)
 Psionic Ability: Variable (see below)
 Attack/Defense Modes: (see below)
 Level/X.P. Value:
 Variable/ As a 10th level character
 in DMG



When a character picks up a Luxorian Stone, there is a 50% chance it is cursed. If the stone is cursed, the character must save vs. Death Magic. If the save is successful, the character loses all accumulated experience and the associated benefits and becomes a zero level character. Furthermore, all magic possessions of that character have to save vs. Disintegration (pg. 80 DMG) or have all their magic siphoned from them into the stone.

If the character fails to save, he has been possessed by the essence of a Dreadguard. A Dreadguard is a servant of the long-dead Luxor. Dreadguards are creatures strongly attached to the Negative Material Plane; so strongly that their touch drains 3 levels with a successful to-hit roll.

Dreadguard are evil incarnate, leeching life energy and magical energy from all around them. This gives them several special defenses; specifically, 50% Magic Resistance and Regeneration. The Dreadguard can draw the life energy out of plants, living rock, and the earth itself and use this to heal wounds at a rate of 2 HP per melee round. This, of course, leaves a barren, burnt-out area around the Dreadguard at all times. With a successful to-hit roll (at minus 5 to-hit), the Dreadguard can grasp an opponent's magic item and, with one melee-round's concentration, absorb the magical energy. Items save vs. Disintegration. Whenever the Dreadguard absorbs the magic from an item, it gains 2D10 hit points above and beyond its starting hit points.

The Dreadguard has the Armor Class, Move, Hit Dice, Treasure, No. of attacks, Weapons, Size, and Psionic Abilities of the original character that was cursed. The Dreadguard is proficient in any weapon at hand and is unrestricted by class; i.e. a Dreadguard in a magic-user's body is proficient with a two-handed sword. Interestingly, Dreadguards have at their disposal, the knowledge of the body's they inhabit and the magic items that the now-dead character had become immune to the dreadguard's touch. The Dreadguard always attacks as a 10th level monster. Dreadguards are Genius intelligence and do not ever retreat in combat. They always use their intelligence to their best advantage.

The incredible energy fluxing in a Dreadguard cause it to lose 1 Hit Point every day, permanently. Unless the Dreadguard artificially boosts its upper limit of his points by siphoning magical item's energies, it will eventually "burn-out" the host and be cast back to the Negative Material Plane.

The Dreadguard can be hit and hurt by normal weapons, Magic, Fire, Cold, and Acid. Electricity does not harm the Dreadguard. If a Dreadguard's host body is destroyed, the Dreadguard's essence returns to the Negative Material Plane and the Luxorian Stone is once again available... pick it up... if you dare!

More Equipment for Twilight: 2000

By Tim Morgan

IR Flashlight: Like the IR Spotlight except smaller, illuminates like a flashlight for those with IR sensors. *Wt.: 5 Kg. Cost: \$75 (C/S)*

Silencers: Silencers render the sound of a shot virtually silent. It takes a RCN roll to hear the sound of a silenced round in perfect silence, or a RCN:DIF roll to hear it otherwise. Silencers are available for the following weapons: all automatic pistols, Uzi, MP-5, MAC-10, Vz24, and the Scorpion. *Wt.: 1 Kg. Cost: \$667 (-11-1)* (This means that the availability is one level worse than for the gun it is designed for.)

HD Gamma -1: This drug speeds up the body's healing rate, causing 1d10 points of damage to be healed in 5 minutes. One disadvantage of the drug is that it must be kept refrigerated at all times. If it sits at room temperature for more than 5 minutes, it has the reverse effect, causing 1d10 points of damage. *Cost: \$75 (S/S)*

HD Gamma -2: This drug is a development of HD Gamma -1. It is exactly the same except that it heals 1d10+4 and, if not refrigerated, inflicts 1d10+4. *Cost: \$200 (R/R)*

HD Gamma -3: This is the latest development in the HD Gamma series. It heals 1d10 per application, and does not need to be refrigerated. It is extremely rare and will not be found "just laying around." *Cost: \$1000+ (See above note)*

U.S. Army Reflective Armor Mk. I: When rumors began to spread inside Western intelligence agencies late in the war about the invention of laser weaponry by the Soviets, the U.S. contracted for a personal defence to this communist threat. The result is the U.S. Army Reflective Armor Mk. I. It is designed to totally deflect any man-portable laser weapon. The helmet protects the head (sometimes, see helmet rules), and the torso armor protects the chest and abdomen. **Note:** There are no laser weapons in the Twilight:2000 rules. I used this item to help my players waste their money. Some GMs, however, may want to introduce laser weapons, but whatever you choose, don't tell the players. *Wt.: 5 Kg. Helmet, 3 Kg. Torso Cost: \$500 Helmet, \$1500 Torso (S/S)*

Atchisson: The U.S. assault shotgun of the 1980's. There still may be some units issued these outdated, but still very effective weapons. *Ammo: 12 Gauge Wt.: 4 Kg. Mag.: 7 shots ROF.: 7 Rng.: 40 Dam.: 4 Arm.: x4 Cost: \$800 (C/R)*

RM-7 Mk.1: An experimental american weapon. It is a rifle that fires 25mm rounds. *Ammo: any 25mm round. Wt.: 9 Kg. Mag.: 5* ROF.: 1 Rng.: 150 Dam. & Arm. as the round (see the Large Caliber Gun chart) Cost: \$1500 (R/R)*

25mm WP round: A White Phosphorus 25mm round. *Wt.: 100 Kg. per case of 33, belted. Price: \$2500 per case (S/R)*

Additional Equipment for Car Wars

By Tim Morgan

Light Assault Rifle: This is basically the equivalent of an M-16 or similar military weapon. *Hand weapon. To Hit: 6 Damage: 2d3 Cost: \$400 Shots: 10 CPS: \$3 Loaded Cost: \$430 3 grenade equivalent. Area effect. Does half damage to vehicular components.*

Heavy Assault Rifle: This is basically the equivalent of a FAL, a G3, or similar military weapon. *Hand weapon. To Hit: 6 Damage: 2d3+1 Cost: \$600 Shots: 7 CPS: \$6 Loaded cost: \$642. 3 grenade equivalent. Area effect. Does half damage to vehicular components.*

Unterzung Grenade Launcher: This is the equivalent of the US M203 Grenade Launcher. It can be mounted under any assault rifle (the Light Assault Rifle stays at 3 grenade equivalent), the Atchisson, or the Anti-Vehicular Rifle. *Grenade Launcher. To Hit: 7 Damage: by grenade type. Cost: \$350 Shots: 1 CPS: by grenade type. Range: 15" 1 grenade equivalent.*

Atchisson: An assault shotgun. *Hand weapon. To Hit: 5 Damage: 3+1d4 (-1 per inch after 3") Cost: \$750 Shots: 5 CPS: \$6 Loaded cost: \$780 3 grenade equivalent. Area effect. Does half damage to vehicular components.*

Laser Reflective Body Armor: As normal body armor except that it takes half damage from lasers. *Cost: \$300*

Laser Reflective Improved Body Armor: As improved body armor except that it takes half damage from lasers. *Cost: \$1800.*

Cannister Grenade: Only available for Grenade Launchers. A cannister grenade (also called a Multiple Projectile round) is basically a giant shotgun. *To Hit: 5 Damage: 4 hits Cost: \$50 1 grenade equivalent. Does half damage to vehicular components.*

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